

Figure 1

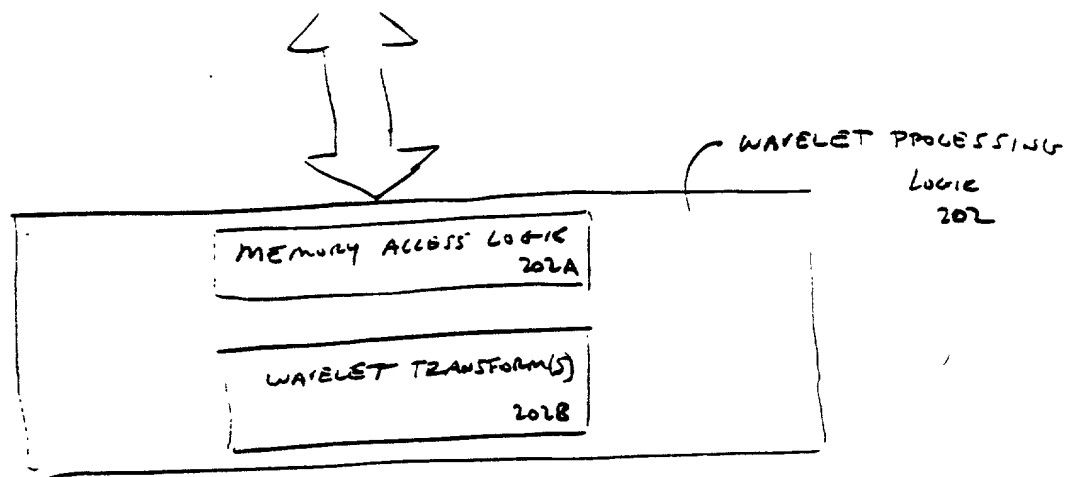
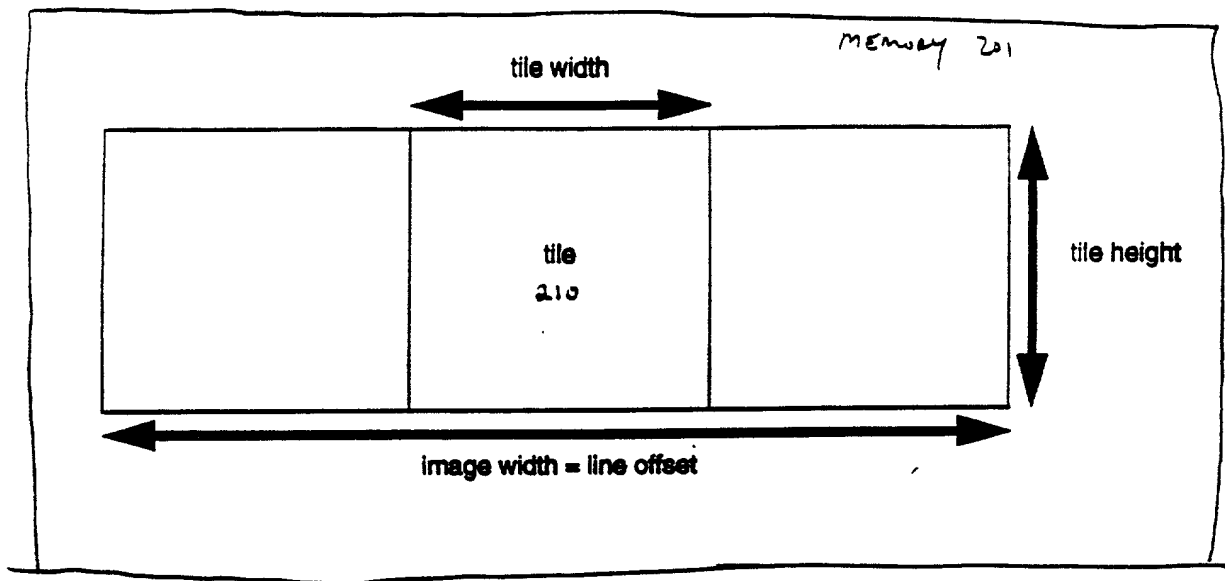


Figure 2

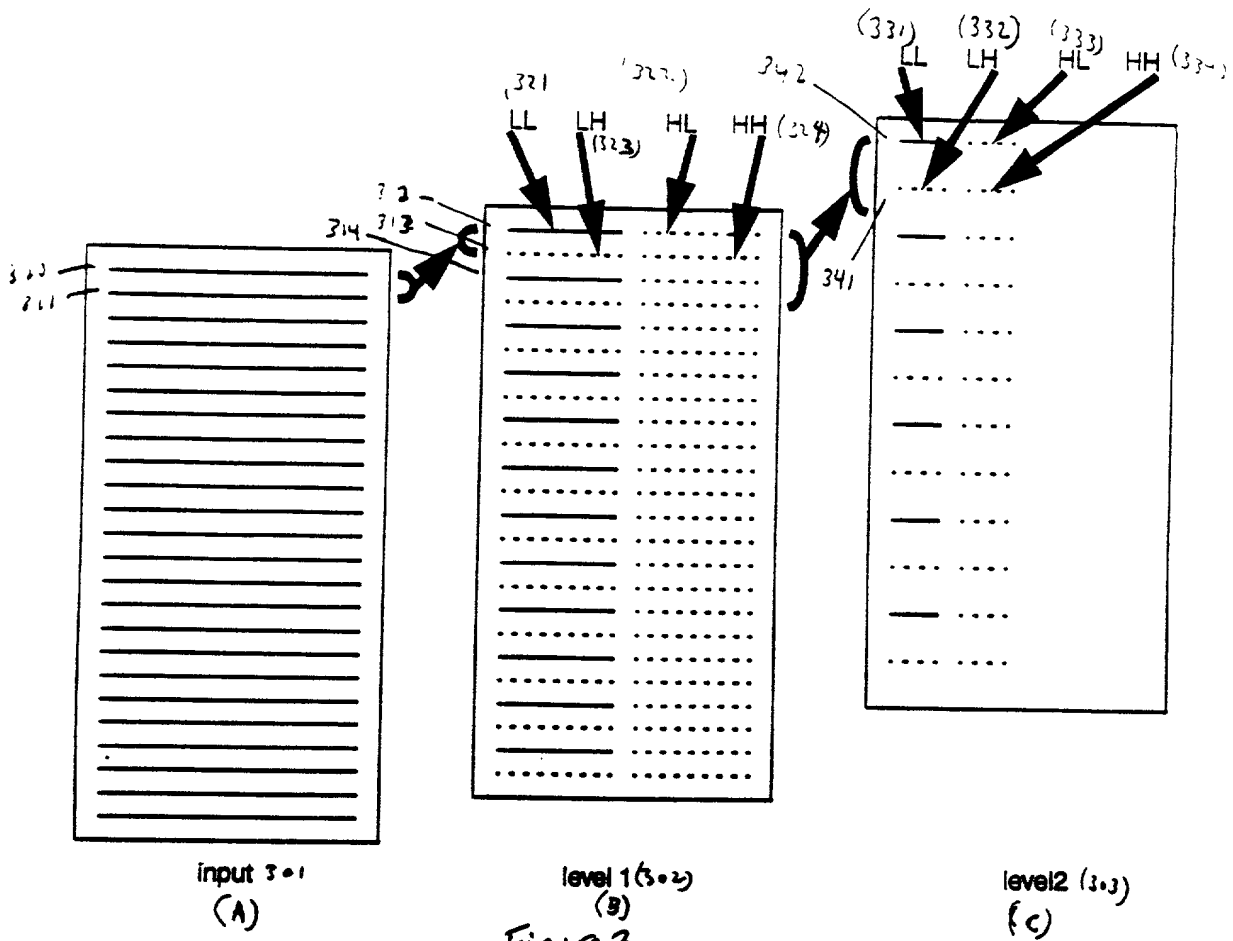


Figure 3

level2  
(d)

level 1  
(e)

output  
(f)

Figure 3.

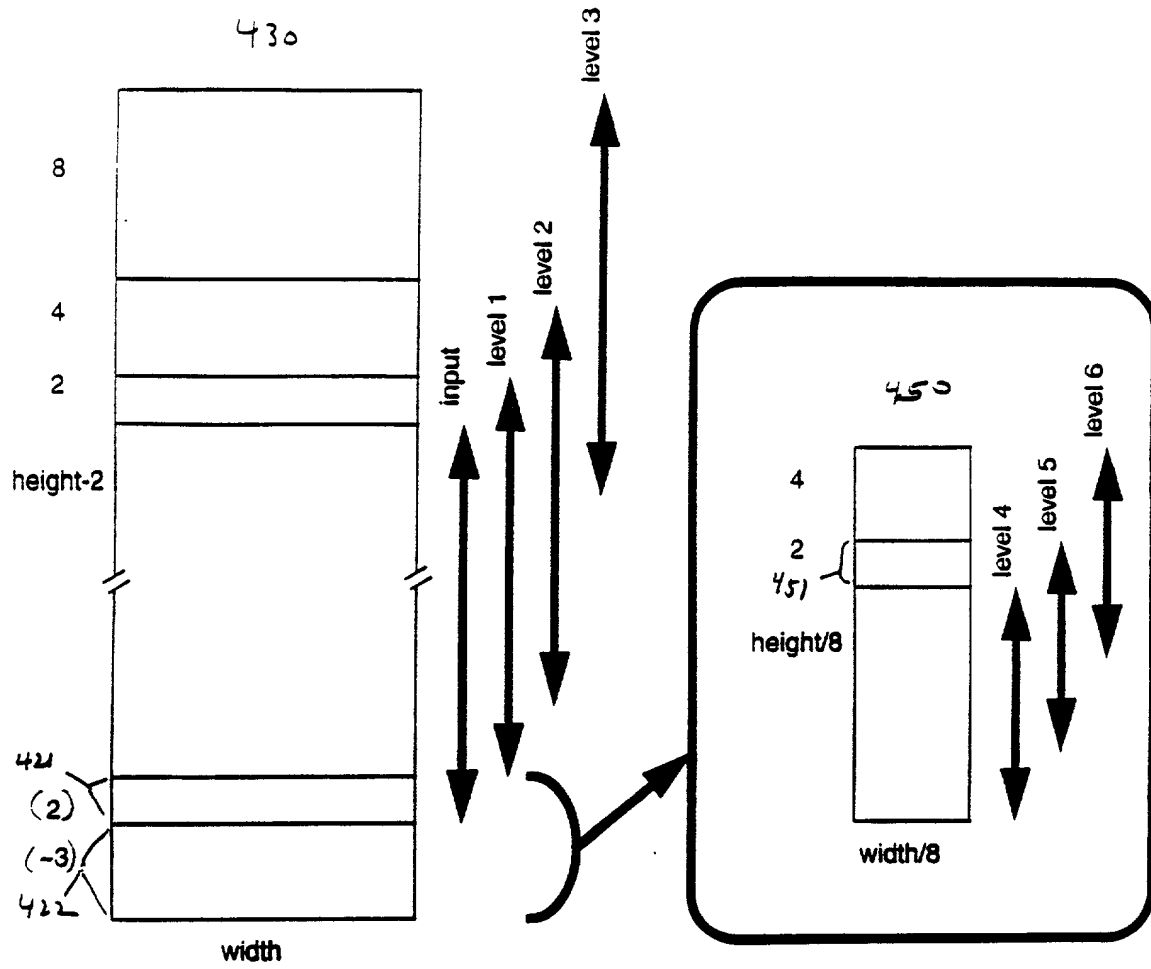


Figure 4 A

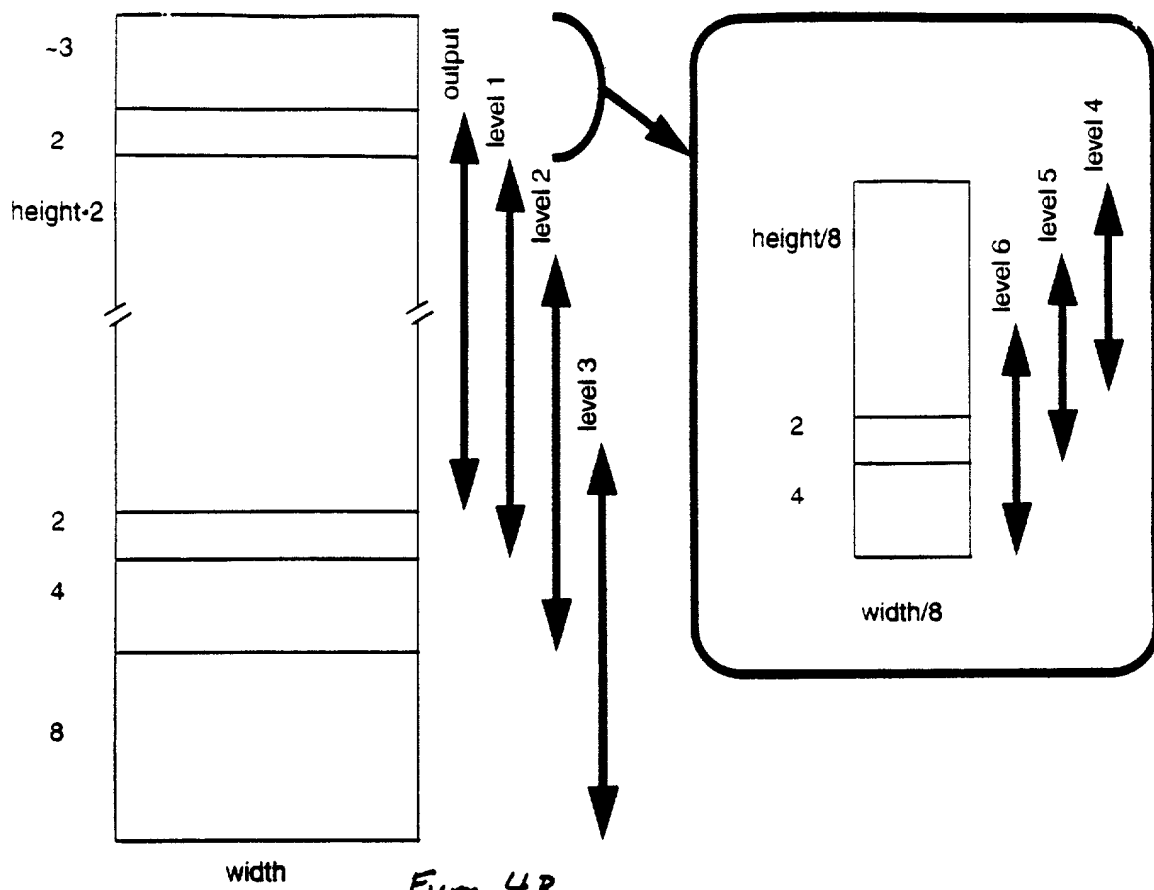
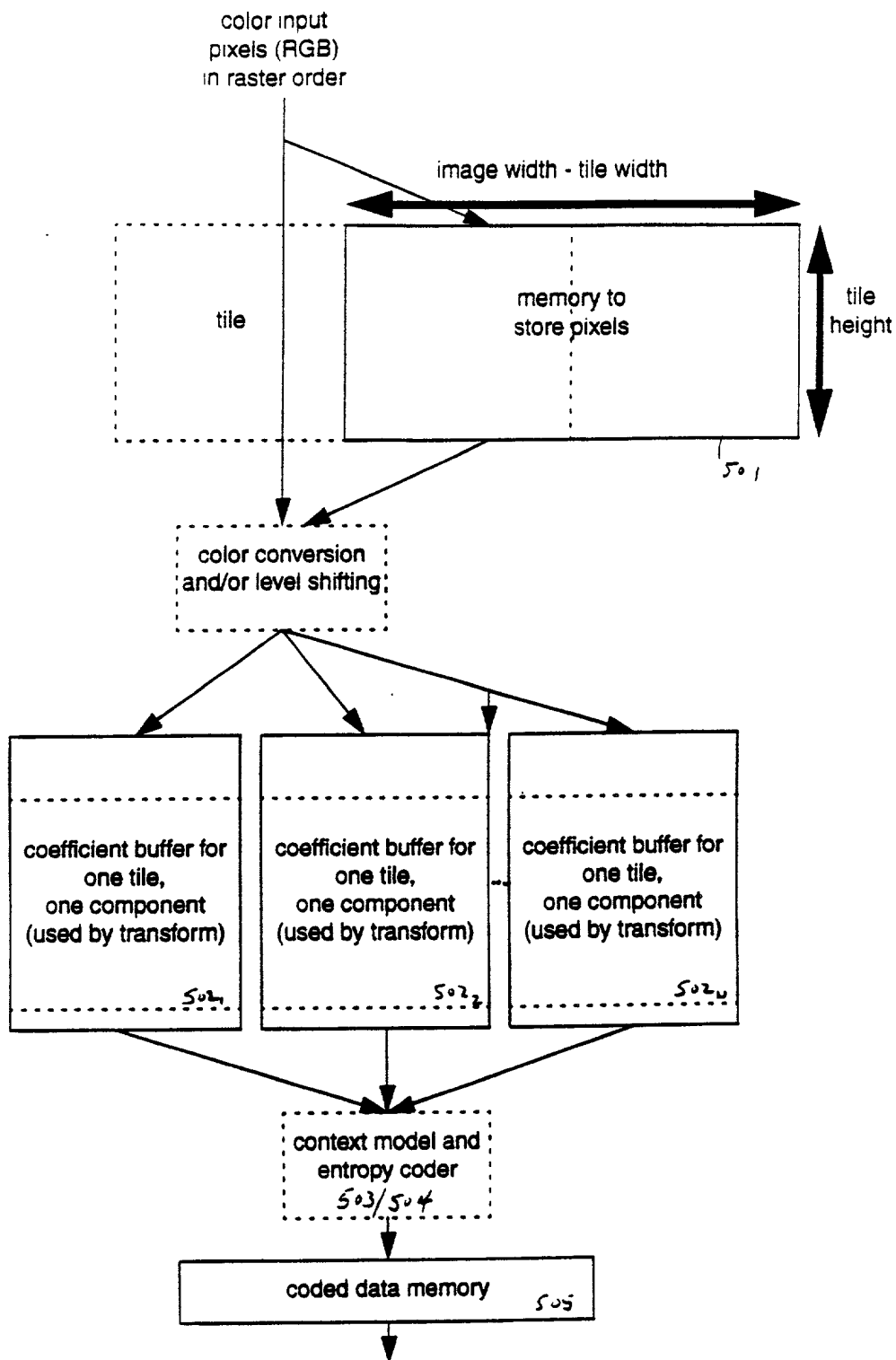


Figure 4B



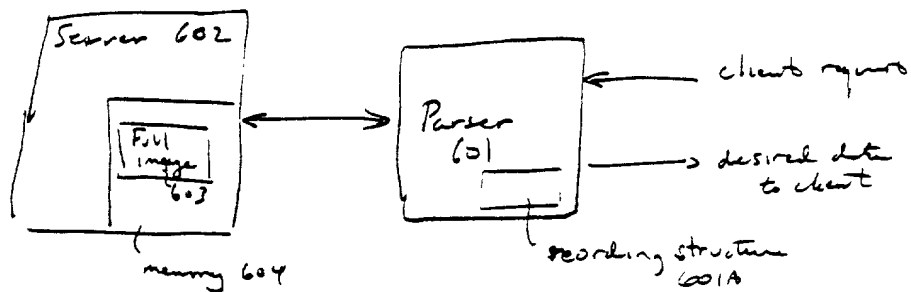


Figure 6A

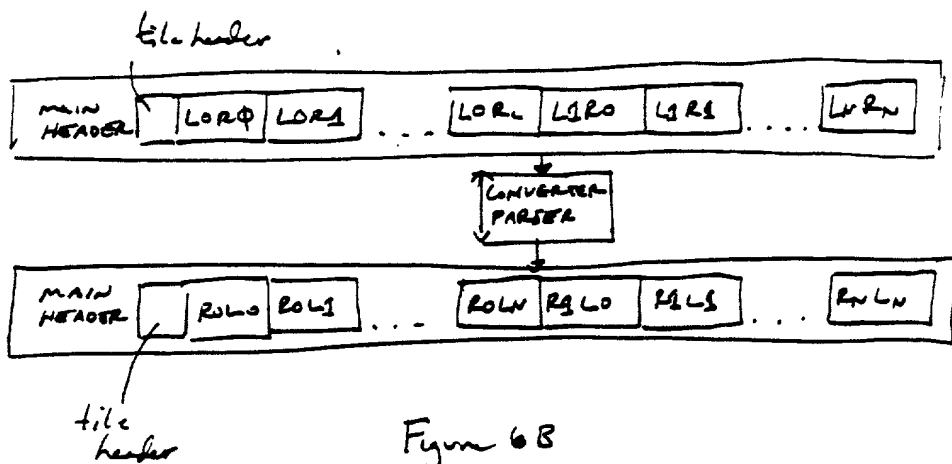


Figure 6B



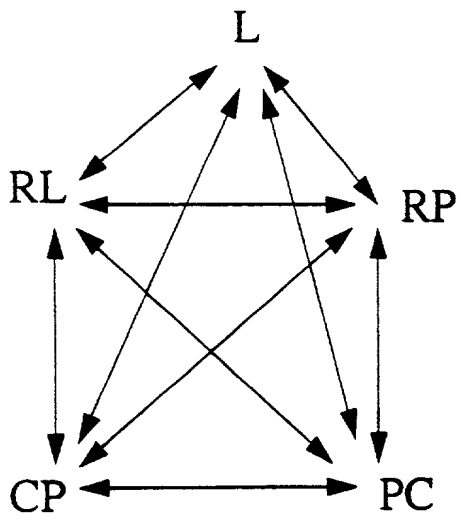


Figure 7A

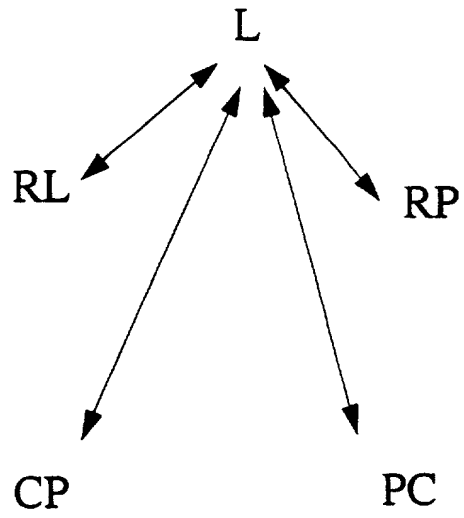


Figure 7B

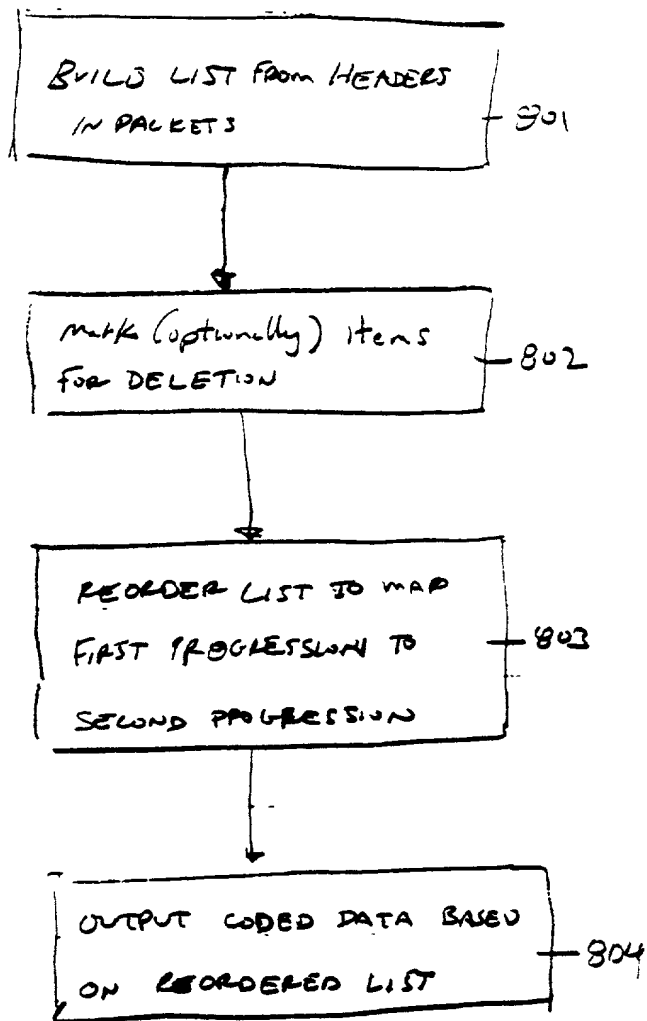


Figure 8

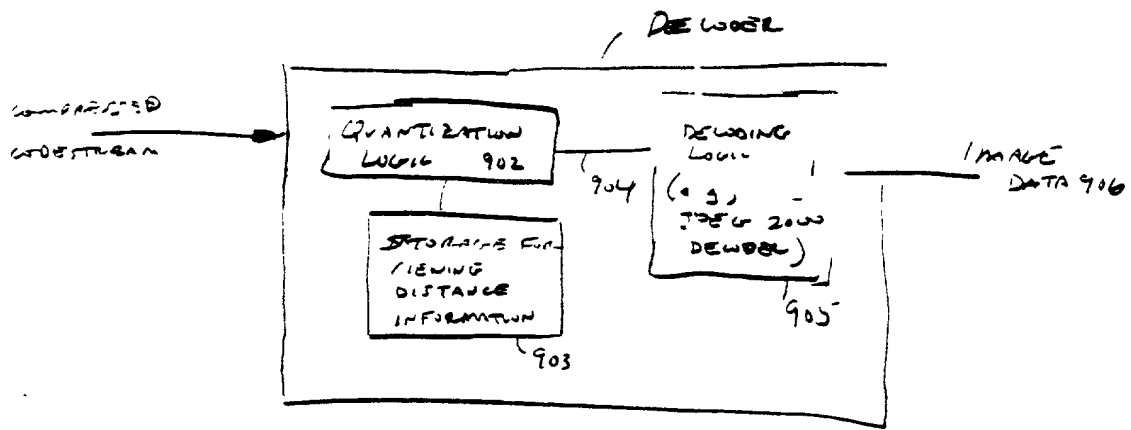


Figure 9

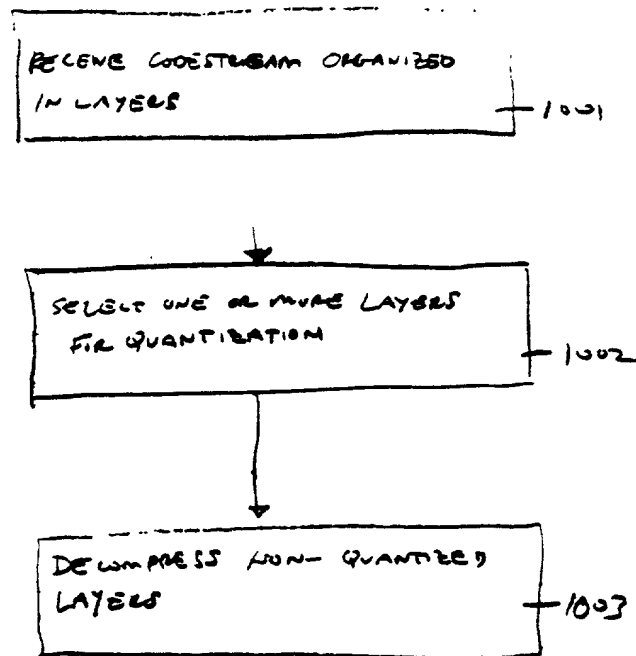


Figure 10

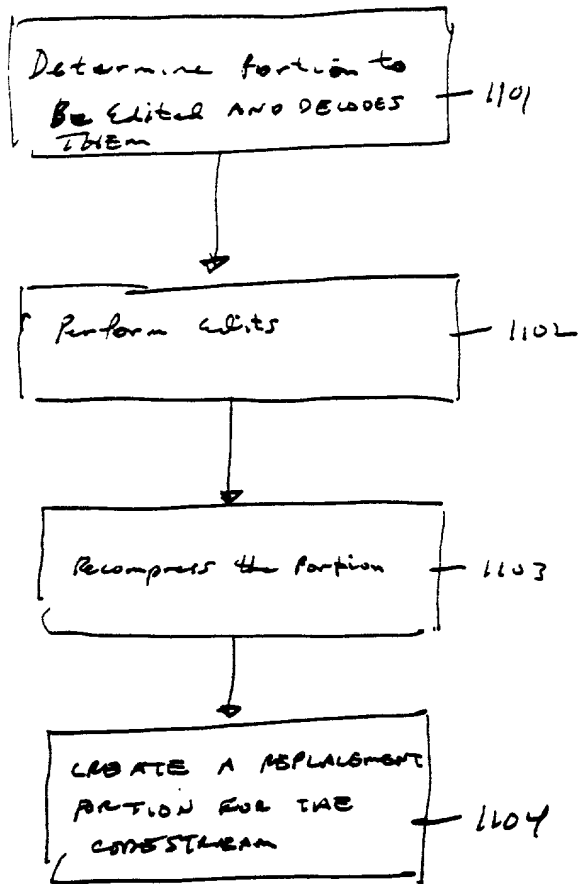


Figure 11

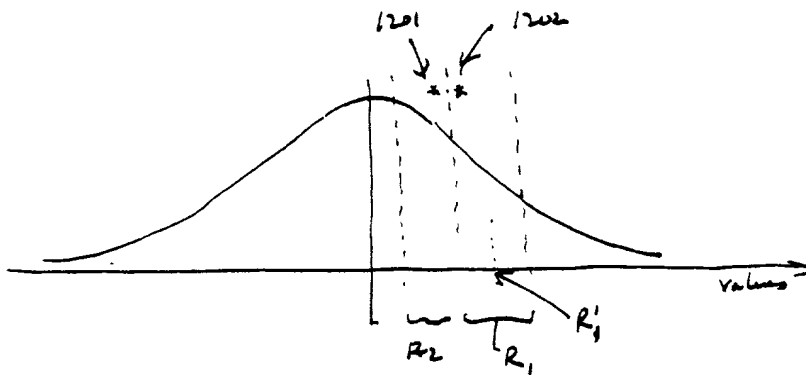


Figure 12

1201 1202

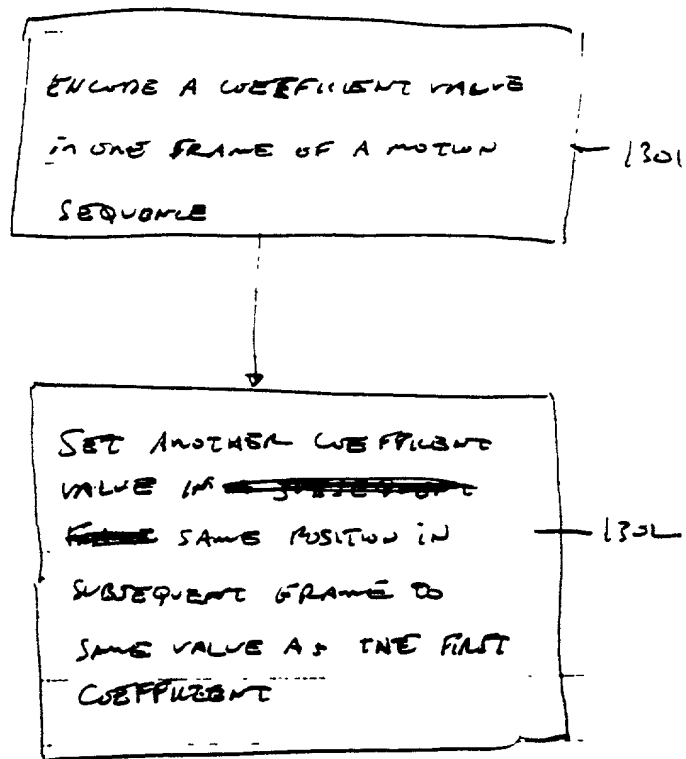


Fig 13

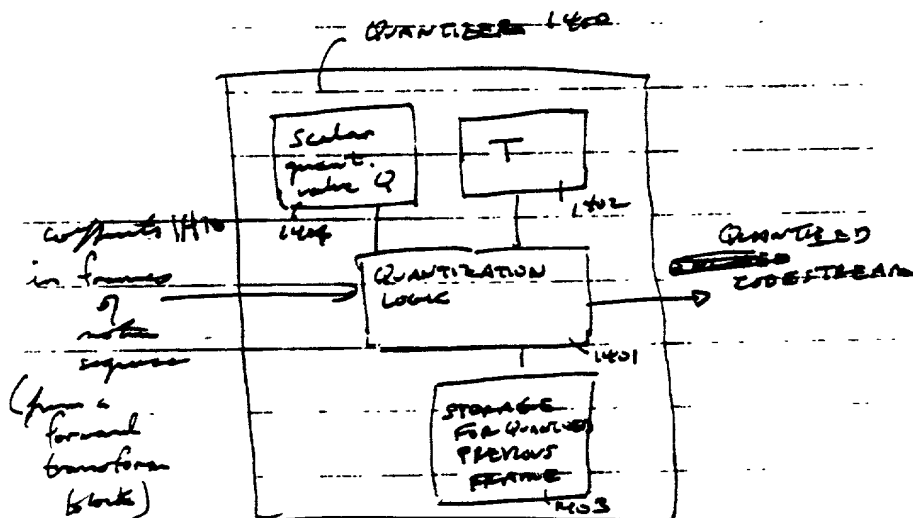


Figure 14

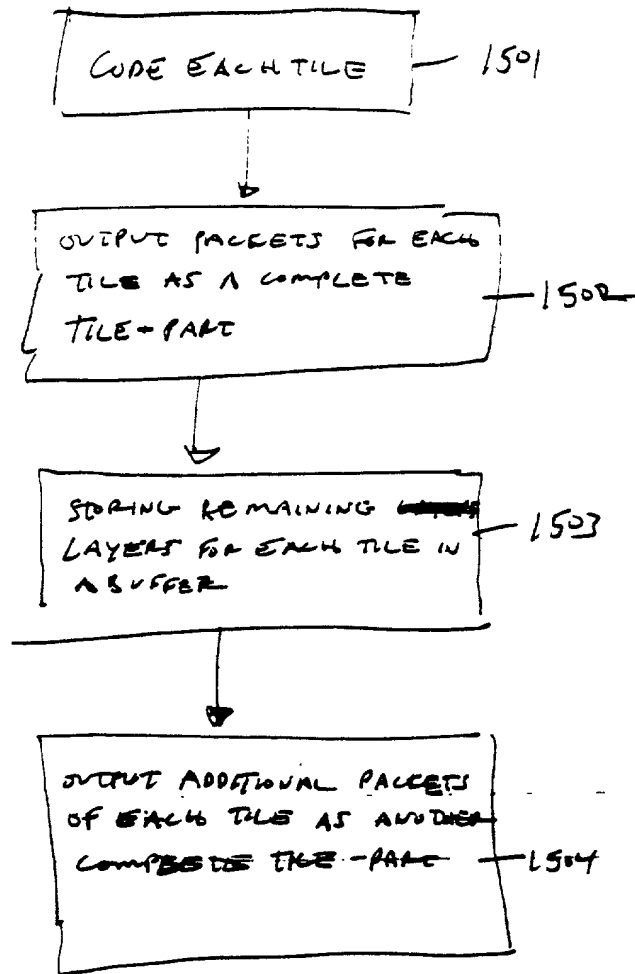


Figure 15A





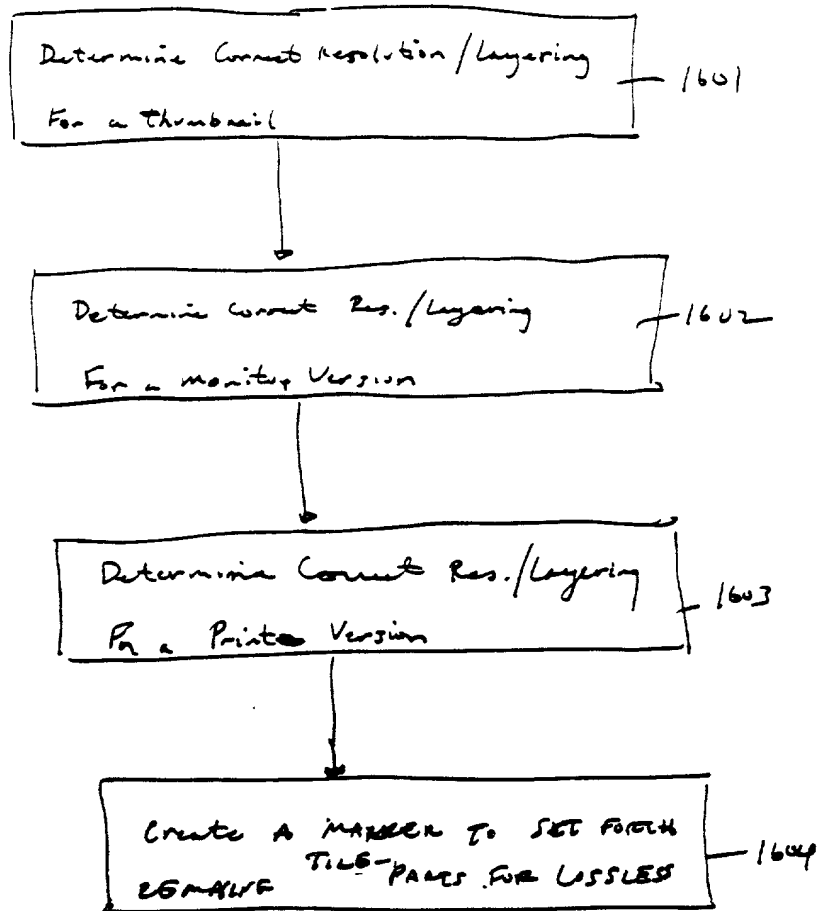
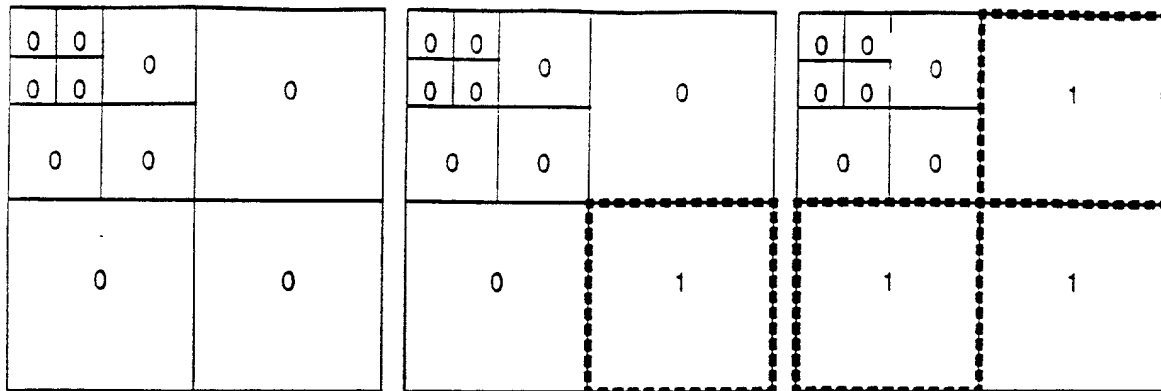


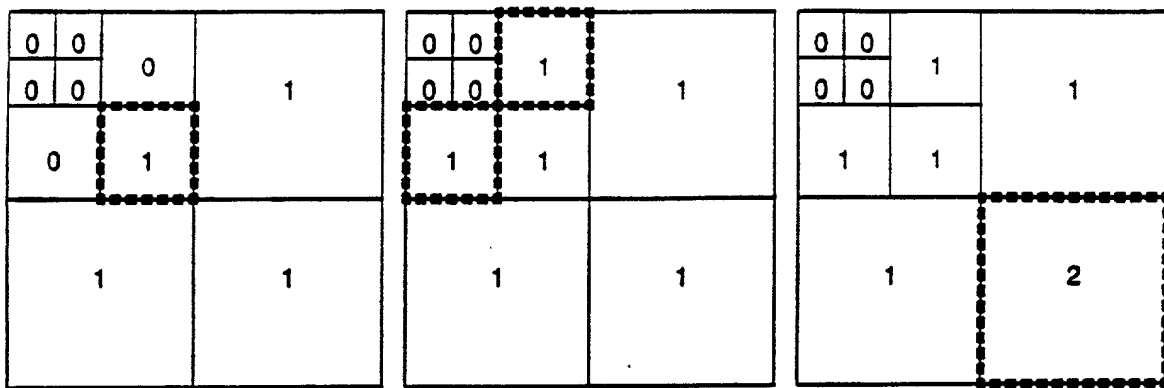
Figure 16



A = lossless

B

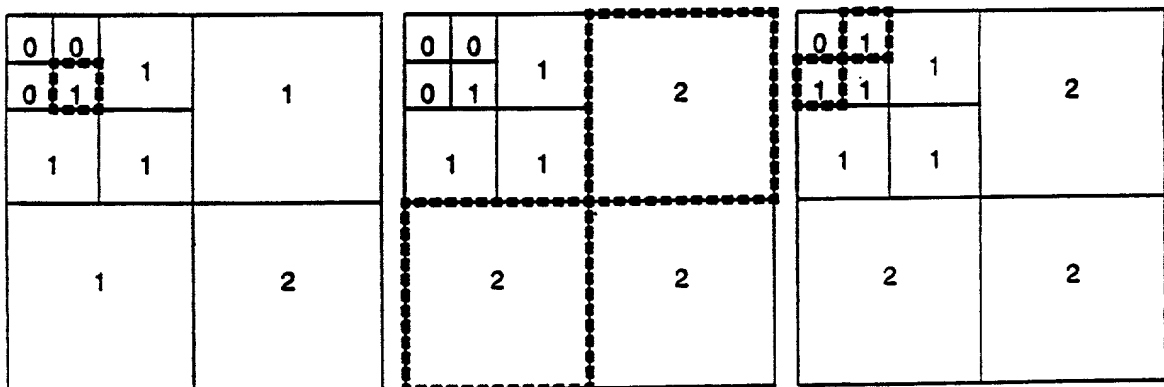
C



D

E

F



G

H

I

Figure 17

Figure 1 displays nine 3x3 grids, labeled J through R, each showing a different configuration of black dots and numbers. The grids are arranged in a 3x3 layout. Each grid is a 3x3 square divided into four regions by a horizontal and vertical line. The top-left region is further divided into four quadrants. Numbers are placed in some cells, and black dots form various patterns in others.

- Grid J:** Top-left quadrant has 0, 1, 1, 1. Top-right quadrant has 1. Bottom-left quadrant has 1, 2. Bottom-right quadrant has 2, 2. A 2x2 square of dots is in the top-left quadrant.
- Grid K:** Top-left quadrant has 1, 1, 1, 1. Top-right quadrant has 1. Bottom-left quadrant has 1, 2. Bottom-right quadrant has 2, 2. A 2x2 square of dots is in the top-left quadrant.
- Grid L:** Top-left quadrant has 1, 1, 1, 1. Top-right quadrant has 2. Bottom-left quadrant has 2, 2. Bottom-right quadrant has 2, 2. A 2x2 square of dots is in the top-left quadrant.
- Grid M:** Top-left quadrant has 1, 1, 1, 1. Top-right quadrant has 2. Bottom-left quadrant has 2, 2. Bottom-right quadrant has 2, 3. A 2x2 square of dots is in the top-left quadrant.
- Grid N:** Top-left quadrant has 1, 1, 1, 2. Top-right quadrant has 2. Bottom-left quadrant has 2, 2. Bottom-right quadrant has 2, 3. A 2x2 square of dots is in the top-left quadrant.
- Grid O:** Top-left quadrant has 1, 1, 1, 2. Top-right quadrant has 2. Bottom-left quadrant has 2, 2. Bottom-right quadrant has 3, 3. A 2x2 square of dots is in the top-left quadrant.
- Grid P:** Top-left quadrant has 1, 2, 2, 2. Top-right quadrant has 2. Bottom-left quadrant has 2, 2. Bottom-right quadrant has 3, 3. A 2x2 square of dots is in the top-left quadrant.
- Grid Q:** Top-left quadrant has 1, 2, 2, 2. Top-right quadrant has 2. Bottom-left quadrant has 2, 3. Bottom-right quadrant has 3, 3. A 2x2 square of dots is in the top-left quadrant.
- Grid R:** Top-left quadrant has 2, 2, 2, 2. Top-right quadrant has 2. Bottom-left quadrant has 2, 3. Bottom-right quadrant has 3, 3. A 2x2 square of dots is in the top-left quadrant.

**Figure 18**

The figure illustrates the hierarchical decomposition of a 4x4 pixel image into luminance and chrominance channels. The decomposition is shown in three stages: luminance, chrominance, and chrominance. Each stage is represented by a 4x4 grid of cells.

**luminance**

0	0	0	2
0	0		
0		1	
2		3	

**chrominance**

0	2	2	all
2	2		
2		3	
4		all	

**chrominance**

0	2	2	all
2	2		
2		3	
4		all	

19

2000

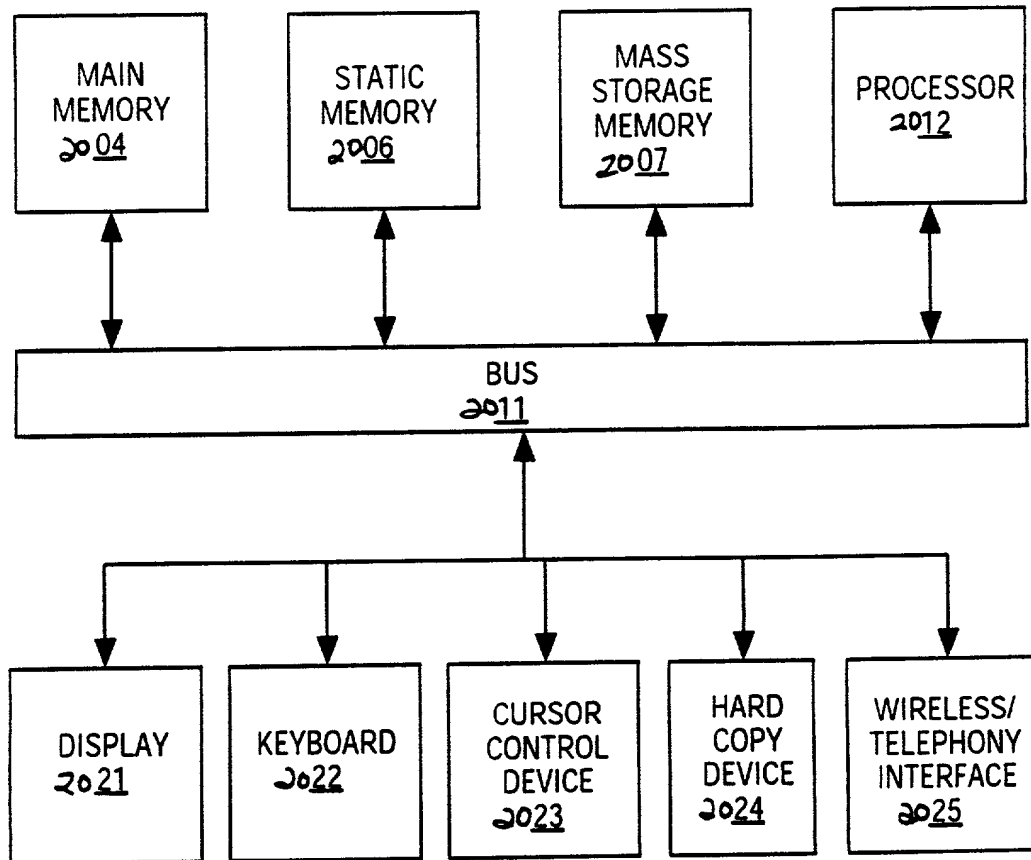


FIG. 20

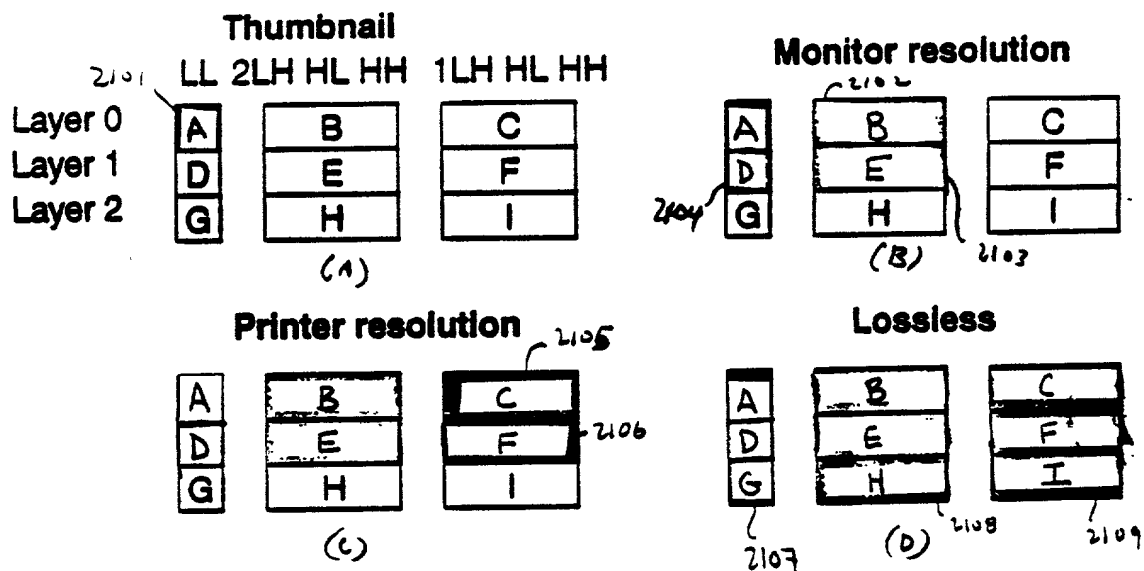


Figure 21

Figure 22

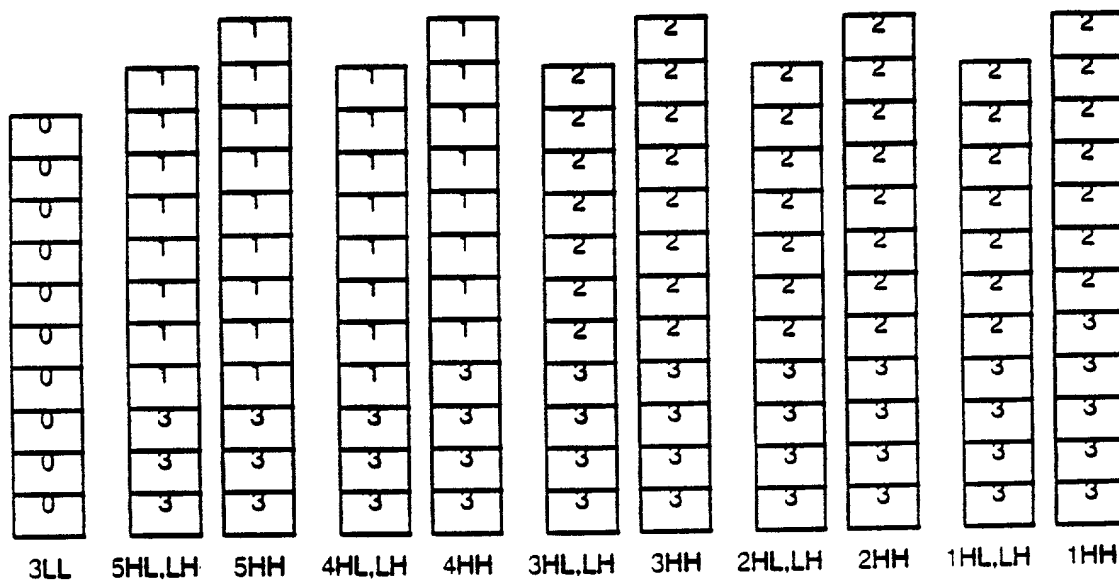


Fig. 23

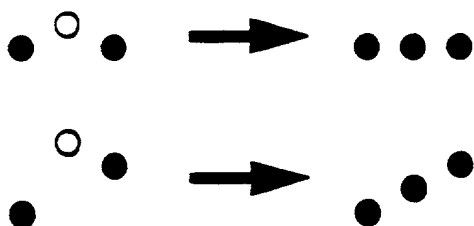
[illegible]

Fig 24



TYPICAL DECODE OF COLOR IMAGES

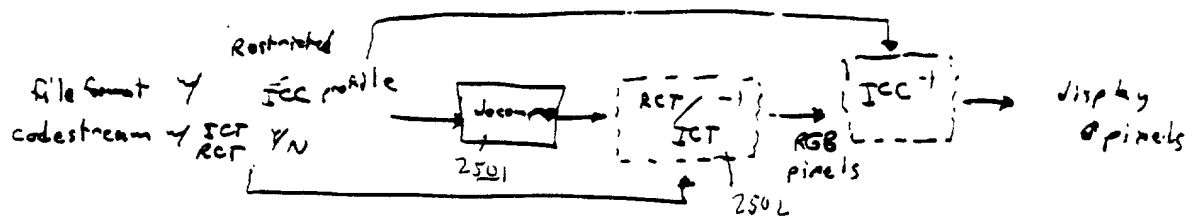
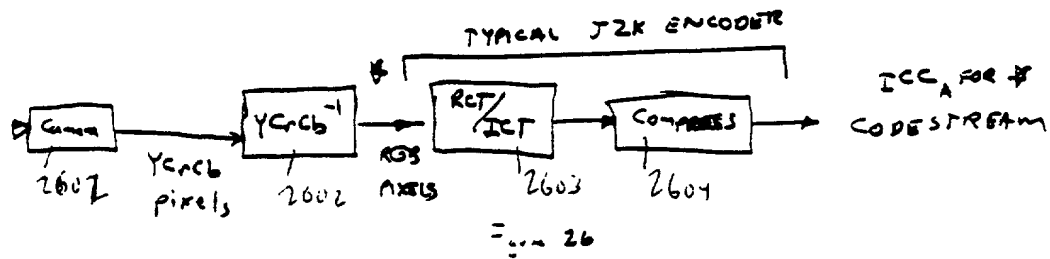
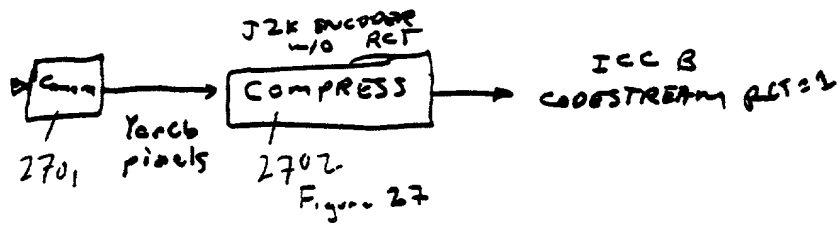


Figure 25

DUMB                      CAMERA                      ENCODER



# SIMPLE CAMERA ENCODER



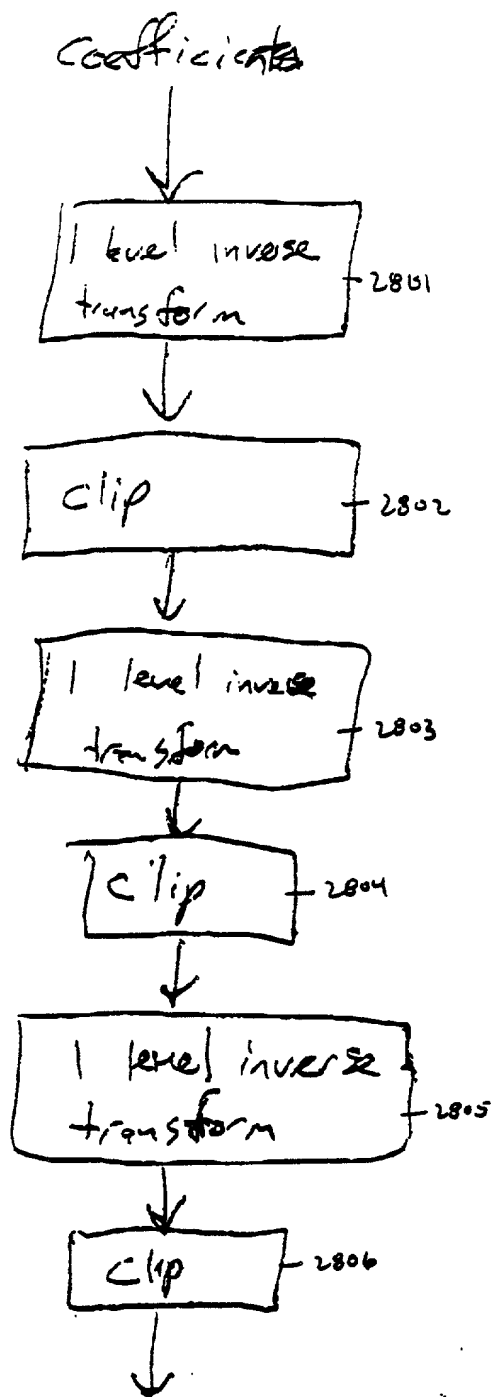


Figure 28